

persons who are not familiar with the usage of a computer can easily receive communication services. Even though intelligent TV has the advantage of receiving communication services through the TV screen, it cannot display multiple signals at the same time. Information signals for displaying information data on a screen, a TV signal, a Picture-In-Picture (PIP) signal for enabling two screens to be viewed simultaneously, and a TV on-screen-display (OSD) signal must be displayed one at a time. Therefore, signals are displayed according to a predetermined priority. For example, an information signal is displayed preferentially over a TV signal, a PIP signal is displayed preferentially over an information signal, and a TV OSD signal is displayed preferentially over a PIP signal.

Current information delivery services described above lack many features that would enhance their usability and desirability by the public. As mentioned, the intelligent TV lacks an ability to display multiple signals simultaneously. In addition, an online connection of two delivery services with one of the services being, for example, an interactive application, is not available. Current technologies are dependent on stationary receivers. Since multiple signals cannot be integrated by the IRD, information delivery is dependent on the location or site.

With particular regard to betting, real-time betting is quite difficult to carry out when the competition is on going in one location and the betting is done in several different remote places. Current systems do not show the possibility of betting once a competition begins since there is no connection to the betting environment. Existing systems do not offer the possibility of betting during television program reception on the basis of the second screen on the display. Further, bettors are not shown a table for inputting the betting values to be sent to the betting system in real-time. Therefore, current systems are not intuitive or easy to use by a majority of bettors.

Real-time, interactive services can present problems regarding timing and presentation of information. With particular regard to betting services, the user needs to be aware of the betting window available. A slow or non-responsive user interface can cause a bettor to miss the window and lose a betting opportunity. Different bettors may rely on different information or desire the information to be presented in a particular format. The format of the

information may detract from the betting experience or impair the calculating abilities of some bettors. However, current systems provide a standardized format without being aware of, and responsive to, the respective preferences of different bettors.

Summary of the Invention

The disclosed embodiments provide methods and systems for providing a user interface to real time interactive video services. The methods and systems allow interactive input from a viewer of the video services simultaneously with viewing the video services. They allow an interactive response to the viewer from the interactive application. To present betting information in an attractive format and maximize the information available to the bettor, a user interface to the real-time service is required. With regard to real-time betting, the bettor is presented information concerning the betting opportunities and the betting window. Since most bettors prefer to have as much information as possible prior to betting, they prefer to wait until the last possible moment to bet. The disclosed embodiments provide the bettor with betting window information and the latest information concerning the prospective wagers. Moreover, the user interface is designed to provide such information in a manner that both attracts the attention of the bettor and provides the information in a useful, easy to follow and navigate format. The betting server checks the data transmission speed so that all users can have an adequate betting window. Users will receive confirmation of attempted bets. In Wireless Application Protocol (WAP) equipped mobile stations, betting can be accomplished across a wireless Internet connection. For example, bettors using GSM mobile stations can receive information by short message services through a GSM Switching Center (GSM SC).

The disclosed embodiments can provide many advantages. For example, when betting is available, the bettor is informed by a visual or graphical presentation. The interface attracts the attention of the bettor in order to ensure that notification of an open betting window is received. For another example, the user can get a user interface (or "skin") which best displays the information needed, given the users preferences. The chosen skin can influence

the title, shapes, background, colors and fonts etc. The betting window available is adjusted to fit the data transmission capabilities of the user. Phones with WAP, e.g., Nokia 7110 or Nokia Communicator 9110I, can provide the ability to interact with the real-time service over a wireless connection. This capability allows the user to, for example, bet on a hockey game while in the arena watching the game live.

The betting services can be personalized in any number of ways to provide an advanced betting system. For example, the system can collect information of each bettor's preferred betting subjects or sports teams and provide personalized betting services according to the preferences indicated by the collected betting information.